Sornak (Longneck)

8 Life
Move 5
Range 1
Attack 5
Defense 5
Huge 11

Amphibious

LN never stops for water spaces, and gets +1 to defense while in water.

Stomp Sp. at.

Range Special Attack 3
LN may attack any or all adjacent figures w/ his stomp sp. at. roll attack once defense separately. ~~Add Pack skull result to this attack.~~ ~~Figures must not be more than 3 levels higher on their bases than his to be attacked.~~

Dranak Dilo

4 Life
Move 6
Range 1
Attack 3
Defense 3
Large 8

Disengage

Dilo is never attacked when leaving engagement.

Venom Spit Sp. at.

Range 6 attack 2
if both dice roll skulls, the ~~attack is blocked~~ defender takes 1 damage and ~~one poison token~~ rolls for poison damage a la insect dude. Doesn't work on Soulborgs.

attack aura 1

Orc ~~Warrior Enhancement~~

all your orcs w/in 4 clear sight sps of Dilo get +1 Att. But not him.

90

Golnak (Stegos)

5 Life
Move 4
Range 1
Attack 3
Defense 5
Huge 9

Counter Strike

Excess shields rolled vs an adjacent attacker are unblockable hits on it.

Orc Warrior Bonding

After revealing an order marker on Golnak, you may first take a turn with an orc warrior squad you control.

Stamina

The most wounds Golnak may lose from any attack is 1.

Skybak (Ptero)

4 Life
Move 8
Range 1
Attack 3
Defense 3
Large 7

Stealth Flying

never counts elev's ag his move, can pass over water/enemy figs/ ruins, blah, blah, blah, etc and takes no leav. eng. when he starts to move.

Adv. Carry

See Theracus; basically move another figure along w/ him or put it next to him — or drop 'em! (can start to move, pick up and/or drop any where along the way)

Acrobatic Flyer

Add 2 Defense Dice when att. is non-adjacent